

## PROPERTY RULES:

Air Combat Airsoft Battlefield @ Warp Racing

### Rules/ROE

YOU MUST HAVE YOUR MEMBERSHIP BADGE ON YOUR PERSON AT ALL TIMES WHILE ON THE WARP RACING PROPERTY. This is a HUGE deal for insurance purposes. Wrist bands will be given for day passes. Day passes will only be available on games that Brad Bench or Andy Uhl are hosting or present. If there are any unauthorized individuals on the field, report it to your host immediately.

It is the game host's job to make sure all waivers are signed.

YOU MUST STAY IN THE DESIGNATED AREA FOR AIRSOFT. There are other event stations on the property (Boat and MX racing tracks). Crossing over into these other areas is trespassing. Don't do it.

RESPECT THE PROPERTY.

### \*SAFETY\*

The minimum requirements for personal safety are airsoft approved goggles AND a face mask or a mouth guard. (teeth can be damaged) GOGGLES/ TEETH PROTECTION MUST BE WORN AT ALL TIMES WHILE ON THE FIELD! Helmets are suggested as grenades are thrown in games, but not required.

There will be a safety zone OFF THE FIELD to gear up and reload. While in the safety zone, ALL GUNS MUST HAVE THE MAGAZINE REMOVED, CHAMBER CLEARED, AND SAFETY ON. There will be no firing of weapons in the safety zone. There will be a designated area to sight in your weapons.

NO REAL STEEL ON THE FIELD. Any real weapons you may have on you must remain in your vehicle.

NO BLIND FIRING. This is where you hold your gun out while keeping yourself behind cover to blindly shoot toward opponents. YOU MUST SEE WHAT YOU ARE FIRING AT.

\*SMOKE/ REMOTE CONTROL VEHICLES/ ANYTHING THAT IS DESIGNED FOR AIRSOFT USE IS OK! Basically, anything that you can buy from an airsoft store that is meant for the use of airsoft gaming is ok. The host may make game rules for special devices if necessary for gameplay/safety.

\*HOMEMADE DEVICES, especially dealing with explosives or fire/smoke are NOT

allowed.

### CALL YOUR HITS:

It's very simple. Call your hits. Dead Rags (red) are a requirement. When you are hit, have your dead rag visible and move to the designated area.

DO NOT CALL OTHER PEOPLE'S HITS. It is very hard to tell if you really hit someone. There are many factors. It is also possible that they didn't feel the hit. Do not jump to conclusions. If it is VERY clear and VERY obvious that someone isn't calling their hits, respectfully report it to your game hosts. It can be frustrating when this happens, but you must keep calm and control your temper.

**\*UPDATE 01/29/2018\***

**There are never referees on the field as it is an open host field, and they should not be necessary. Report to your host when problems arise. Hosts will be wearing a specific arm band.**

**When you report someone for not calling their hits, make sure that it is a legitimate complain. The hosts don't want to hear "I had to have hit that person". You must know for sure that they are not calling hits before reporting. Give the offender the benefit of the doubt if possible, but if it is blatantly obvious, report it as soon as you can. Video proof and witness/other players having the same issues with a particular person not calling their hits are helpful for the host to decide the action to take. [This also applies to any other game rules being broken]**

**Here are the new disciplinary guidelines hosts must use when dealing with this issue:**

<b>First Offence</b>	<b>The offending player will have to sit out for a game. If it is a long milsim event, the host will decide a certain amount of time for the offender to sit out. 30 minutes is suggested.</b>
<b>Second Offence</b>	<b>The Offender will be asked to pack their equipment and leave the field for the day. [If the Offender refuses to leave, the host will have a list of people to call to escort them off the property and the offender will be permanently banned from the field.]</b>
<b>Third Offense</b>	<b>You will be asked to leave and you will be banned from returning.</b>

**THIS UPDATE IS EFFECTIVE IMMEDIATELY (01/29/2018) BUT IT IS STARTING WITH A CLEAN SLATE. PREVIOUS OFFENSES DO NOT APPLY TO THE NEW DISCIPLINARY ACTIONS.**

**Know how important honorable play is to the Airsoft community, and that how much not calling hits hurts the Airsoft community in a big way. CALL THOSE HITS. The new disciplinary actions will be taken VERY seriously.**

**IMPORTANT: It is the host's job to insure that the accusations aren't petty. We don't want to go down that road either.**

\*Remember some of these guns are rapid fire weapons. You may get hit several times. This does not always mean you're getting "over shot", it just happens sometimes. If someone is purposefully/spitefully/aggressively overshooting, report it to your game host.

**UPDATE 01/29/2018: If a player is caught in such aggressive actions such as above, or especially, a player spitefully shooting when the out of play(Or shooting someone who is out of play). They must leave the field for the day. Second offense is banishment from the field.**

**AGGRESSION:**

Aggression will not be tolerated. CONTROL YOUR TEMPER.

#\$@! that hurt.(shake it off and walk to spawn)- OK

#\$@! you! that hurt- NOT OK!

Verbal fights will result in sitting out for a game, or depending on seriousness, sent home for the day. Second offense or persistence in fighting, (you have an anger issue) you lose your membership/banned from the field.

Physical fights will result in loss of membership, police called, and files charged. End of story. In the end it's just a game. If you are not having fun, it's not for you.

**RULES OF ENGAGEMENT:**

First and Foremost: \*If you cannot handle getting shot with an airsoft BB, this sport is not for you. If getting shot makes you angry in any way, this sport is not for you.\*

Sound grenades have a 15 foot kill radius, unless there is hard cover between you when the grenade when it goes off. Grenades that project BBs have that same 15 foot radius whether you are hit or not, HOWEVER if you are hit with one of the BBs outside of that 15 foot radius, it still counts as a hit.

\*Melee Weapons must be a soft material or made for airsoft. For safety reasons melee weapons are not to be thrown. When using a melee weapon. Make sure to use the “buttering” technique. No stabbing or hitting.

Respawn: On games that you are allowed to respawn, there will be a designated area to do so. Do not hang out in the spawn zone longer than needed. Respawn and get back in the game. NO REFILLING MAGS IN THE SPAWN ZONE. Get out of the spawn zone and get to cover before reloading.

NO SPAWN GUARDING. The individual respawning must be allowed to reach the first point of cover in the gaming area. If the game gets to a point where a team is pushed back and pinned in the point of spawn, there will be one of two results. (determined by popular vote BEFORE the game) One, you call a spawn reset, and both teams return to spawn before resuming the game (popular on TDM), or two, you call the game.(the controlling team wins)

Gun Hits: If your gun gets hit with a BB, this simulates gun damage. You are not allowed to use that weapon again until you “fix” it. You simulate fixing it by removing and reinserting the magazine TWICE. While “fixing” your gun, if you get hit with a bb it still counts as a hit. Raise your dead rag and head to the designated area.

Ricochets only count if it would have been lethal in a real situation. (like a BB hitting the structure right in front of you, and then hits you... that counts as a hit. Or nicking your gun and then hitting you... that counts as a hit.) The only instance that doesn't count as a hit is if it is a cheesy bounce off of a structure to the right, left or behind you that a real bullet wouldn't have been able to do.

MINIMUM ENGAGEMENT:

Know Your Weapons!

Know the fps and range of your weapons for the sake of courtesy. If your gun shoots hot, make sure to keep the appropriate distance when firing on your opponents, and make sure to switch to a secondary CQB weapon when you are close. SEE TABLE FOR REFERENCE.

When coming within TEN feet of your opponents, you must switch to a CQB secondary. (Single fire pistol, low fps shotgun etc. **UPDATE 01/29/2018 Assault rifles under 380 Fps on single fire**) NO minimum engagement for a CQB secondary! NO bang bang rule.

FPS/CLASS	DISTANCE
380FPS or Less/CQB CLASS(Generally pistols and shotguns) SINGLE SHOT ONLY <b>*update 01/29/2018 Assault rifles when on single fire&lt;380FPS</b>	NO MINIMUM ENGAGEMENT
380-450/ASSAULT CLASS( FULL AUTO)	10 FOOT MINIMUM ENGAGEMENT
450-530/DMR(SEMI AND AUTO)	30 FOOT MINIMUM ENGAGEMENT
530+/SNIPER(SINGLE SHOT ONLY)	80 FOOT + MINIMUM ENGAGEMENT (KNOW YOUR WEAPON AND WHAT IS APPROPRIATE BEYOND 80FT)

\*NO ONE WILL BE OUT THERE WITH A TAPE MEASURE. THESE ENGAGEMENT RULES ARE IMPOSSIBLE TO ENFORCE UNLESS THEY ARE BLATANTLY BROKEN. It is your responsibility to try your best to follow these engagement rules, for the sake of respect and courtesy. If you make a mistake, apologize and call yourself out. If it was obvious you hit someone below minimum engagement, it counts as a kill for you and not the individual you hit.

\*DO NOT CALL ANYONE OUT ON MINIMUM ENGAGEMENT. It can be hard to tell what the distance is, you may be wrong. If it is a blatant break of the minimum engagement rules, and the offender does not call themselves out, let your host know.

\*As a courtesy, when you know you can use semi-auto on assault rifles, (ex: opponent unaware of your position and you have time to aim.) use it.

THESE ARE THE BASIC RULES OF ENGAGEMENT THAT MUST BE APPLIED TO ALL GAMES. SOME RULES MAY BE ADDED BY THE HOST TO FOLLOW THE RULES OF A SPECIFIC GAME PLAY. MAKE SURE TO PAY ATTENTION TO WHAT THE HOST POSTS OR SAYS ABOUT A SPECIFIC GAME.

THESE RULES MAY CHANGE AS I FIND THINGS I MAY HAVE MISSED. KEEP UPDATED IN THE GROUPS AND PAGES.